Appeal Brief
Summary

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Date: January 19, 2004

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Attorney Docket HUTCP0101US

In re PATENT application of

Robert H. Hutchins, Jr.

Serial No. 09/591,112

Filed June 9, 2000

For: CHESS GAME PLAYING ARRAY ASSEMBLY

Art Unit 3711
Confirmation No. 3415

Vishu K. Mendiratta, Examiner

APPELLANT'S BRIEF

Mail Stop Appeal Brief - Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450

Dear Sir:

This is an appeal from the Office Action of September 12, 2003 finally rejecting claims 1-14, 18-23, 25, 26, 28 and 31-33. No other claims are pending in the application. An Appendix containing a copy of the claims on appeal is attached hereto.

1. REAL PARTY IN INTEREST

The real party in interest is the applicant, Robert H. Hutchins, Jr.

2. RELATED APPEALS AND INTERFERENCES

There are no related appeals or interferences which directly affect or have a bearing on the Board's decision in the pending appeal.

3. STATUS OF CLAIMS

This appeal is taken on all of the pending claims 1-14, 18-23, 25, 26, 28 and 31-33.

4. STATUS OF AMENDMENTS

No amendments were filed subsequent to the final rejection of September 12, 2003.

5. SUMMARY OF INVENTION

This invention toward which the appealed claims are directed is for a chess game playing array assembly 10 which, as shown in Figs. 1 and 2, includes a plurality of three-dimensional playing segments 12 spaced apart by voids 14. As described in the paragraph beginning in line 20 on page 7 of the present application, the independent construction of each of the playing segments allows various chess game playing array assemblies to be formed embodying various designs or motifs depending on, for example, the respective size and shape of the three dimensional playing segments, the number of playing segments, the number of playing spaces provided by the respective playing segments, and the particular arrangement of the playing segments including the size and/or shape of the voids therebetween.

Moreover, as described in the paragraph beginning in line 20 on page 8, the chess game playing array assembly may be further enhanced by providing the three dimensional playing segments 12 with one or more unique playing surface patterns or textures. For example, the respective playing spaces 16 of the three dimensional playing segments 12 in the starting positions of the chess game playing pieces (*i.e.*, original positions of the king, queen, bishop, knight, rook and pawn) may have a unique pattern, such as a cobblestone pattern, whereas the respective playing spaces of the three dimensional playing segments between the starting positions (*i.e.*, the "battleground" positions) may have another one or more textures or patterns resembling, for example, a mountainous or grassy terrain.

Each three dimensional playing segment may also include a unique exterior or interior design. For example, as shown in Fig. 2 and described in the paragraph beginning in line 1 on page 9, the playing segments 12 may resemble buildings of a particular chess enthusiast's favorite city. Alternatively, the playing segments 12 may incorporate famous landmarks or favorite paintings in the form of miniature murals on the side walls of the three dimensional playing segments.

Further, the three dimensional playing segments may have interior regions into which further designs and/or accessories may be incorporated. For example, Fig. 11 shows a three dimensional playing segment 82 having an interior region 83 used for storing a playing piece P of a particular chess game when not in use. Alternatively, as shown in Fig. 12, a three dimensional playing segment 92 may include windows 95 in its side walls 97 and/or decorations or the like in the interior region 83. Further, as shown in Fig. 13, a lighting element L may be inserted into an interior region 99 of the

three dimensional playing segment 92 which, when energized, casts light through the windows 95 and into, for example, the voids between the respective three dimensional playing segments.

The voids 14 between the respective three dimensional playing segments 12 may also vary in size and may also be designed or enhanced to resemble streets, canals or rivers in between the respective playing segments. Moreover, one or more types of void fillers may be disposed in the voids between the respective playing segments. For example, as shown in Fig. 15 and described in the paragraph beginning in line 5 on page 10, a void filler may comprise an upstanding wall 110 disposed in one or more voids 114 to form, for example, a barrier adjacent to respective playing segments. For example, the three dimensional playing segments 112 of the king and queen original starting positions may have upstanding walls 110 which rise above playing spaces 116 of the respective playing segments 112 to form a barrier surrounding the respective king and queen playing pieces.

The chess game playing array assembly may also be designed and/or enhanced according to the desired arrangement of the multiple three dimensional playing segments. The illustrated embodiments include 64 playing segments arranged in an eight row by eight column fashion to form the traditional chess game playing array. Alternative arrangements of the three dimensional playing segments may form a three player (or greater quantity) chess game playing array assembly, a circular chess game playing array assembly, or even a figure eight shaped chess game playing array assembly. The formation of a particular chess game playing array assembly may also be facilitated by the individual construction of the three dimensional playing segments

since each playing segment may be uniquely shaped and/or sized. Thus, for example, arcuate shaped three dimensional playing segments may be arranged to form the circular shaped chess game playing array assembly.

Fig. 16 shows a chess game playing array assembly 130 embodying two opposing and abutting three dimensional playing segments 132a and 132b. Each playing segment 132a and 132b forms one-half (*i.e.*, an array of 32 playing spaces 136a and 136b, respectively) of a traditional chess game playing array, thus enabling multiple theaters or motifs to be constructed and then paired up against an opposing theater or motif.

There may be any number of multiple three dimensional playing segments so long as the arrangement thereof forms playing spaces on which a game of chess, traditional or otherwise, may be played. For example, Fig. 17 shows a chess game playing array assembly 140 including three three dimensional playing segments 142a, 142b and 142c, wherein a first playing segment 142a forms the original starting playing spaces 146a for a first player, a second playing segment 142b forms the original starting playing spaces 146b for a second player and a third playing segment 142c forms the intermediate, or battleground, playing spaces 146c between the respective original starting playing spaces 146a and 146b of the respective first and second opposing playing segments 142a and 142b.

The chess game playing assembly of the present invention may also be embodied on a computer 150 as a graphical user interface displayed on a display device 160 such as a computer screen, CRT, LCD or the like as schematically shown in Fig. 18. As described in the paragraph bridging pages 11 and 12, the chess game

playing array assembly 162 may be embodied as logic stored in a memory 164 capable of being processed by a processor 166 to generate a displayed image of the chess game playing array assembly 162 on a display 160. Further, the design of the multiple three dimensional playing segments and/or the arrangement thereof may be assisted by a computer program, for example, a CAD or graphics program adapted to receive various design parameter inputs, for example, the respective size and shape of the three dimensional playing segments, the number of playing segments, the number of playing spaces provided by the respective playing segments, and the particular arrangement of the playing segments including the size and/or shape of the voids therebetween. In this way, a designer may vary each parameter until a desirable chess game playing array assembly is formed.

6. ISSUES

The following issues are presented for review:

A. Whether claims 18, 23, 25, 26, 28 and 33 are indefinite under 35 U.S.C. § 112, second paragraph.

B. Whether claims 1, 2, 3, 9, 31 and 32 are unpatentable under 35 U.S.C. § 102(b) as being anticipated by Calhoun (5,333,878).

C. Whether claims 4, 5, 6, 7 ,8, 10 and 11 are unpatentable under 35 U.S.C. § 103(a) over Calhoun in view of Bulbrook (GB 2 229 099 A).

D. Whether claims 12, 13 and 14 are unpatentable under 35 U.S.C. § 103(a) over Calhoun in view of Gaito (5,462,281).

E. Whether claim 18 is unpatentable under 35 U.S.C. § 103(a) over Calhoun in view of Eplett (4,696,476).

F. Whether claims 19-22 are unpatentable under 35 U.S.C. § 103(a) over Calhoun in view of Hullinger (6,279,907).

G. Whether claims 23, 25 and 26 are unpatentable under 35 U.S.C. § 103(a) over Eplett in view of Moore (511,306).

H. Whether claims 28 and 33 are unpatentable under 35 U.S.C. § 103(a) over Eplett in view of Harris (Des. 349,521).

7. GROUPING OF CLAIMS

For the reasons set forth in the argument which follows, the appealed claims as grouped by the Examiner do not stand or fall together.

8. ARGUMENT

Appellant's contentions with respect to the issues presented for review, and the basis therefor, are set forth below.

A. The rejection of claims 18, 23, 25, 26, 28 and 33 under 35 U.S.C. § 112, second paragraph

Claims 18, 23, 25, 26, 28 and 33 are rejected under 35 U.S.C. § 112, second paragraph, as being indefinite for allegedly failing to particularly and distinctly claim the subject matter which applicant regards as the invention. As grounds therefor, the Examiner contends that the scope of the claim is unclear in reciting the limitation that the spaces are "not a repeat pattern or a reverse repeat pattern" by indicating "what is not being claimed" and not rather "what is being claimed". However, as section 2173.05(i) of the MPEP makes clear, so long as the boundaries of the patent protection sought are set forth definitely, albeit negatively, the claim complies with the requirements of 35 U.S.C. § 112, second paragraph. For example, it was held in *In re*

Wakefield, 164 USPQ 631, 638, 641 (CCPA 1970), that a claim which recited the limitation "said homopolymer being free from the proteins, soaps, resins and sugars present in natural Hevea rubber" in order to exclude the characteristics of the prior art product, was definite because each recited limitation was definite. Also, it was held in *In re Barr*, 170 USPQ 330 (CCPA 1971), that the negative limitation "incapable of forming a dye with said oxidized developing agent" was definite because the boundaries of the patent protection sought were clear. The same is equally true in this case. Accordingly, reversal of the Examiner's rejection of these claims under 35 U.S.C. § 112, second paragraph is respectfully requested.

B. The rejection of claims 1, 2, 3, 9, 31 and 32 under 35 U.S.C. § 102(b)

Claims 1, 2, 3, 9, 31 and 32 are rejected under 35 U.S.C. § 102(b) as being anticipated by Calhoun (5,333,878). Admittedly Calhoun shows a plurality of three-dimensional playing spaces 18, 19 and 20 that are spaced apart by voids 21, with void fillers 12 disposed in one or more of the voids each comprising an upstanding wall rising above adjacent playing surfaces for separating the adjacently disposed playing surfaces. However, the playing spaces of Calhoun are not selectively positioned relative to one another to define a rectangular or non-rectangular array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played as recited in claim 1. Instead, as described in column 3, lines 8-15 of Calhoun, the spaces 18, 19 and 20 are each hexagonally shaped spaces that are stamped, printed, painted or otherwise designated on the surface area 10 of the game board 17 that are separated by a plurality of maze wall channels 21. As described, for

example, in the paragraph beginning in line 20 on page 7 of the present application because the three dimensional playing segments are selectively positioned relative to one another, different rectilinear or non-rectilinear arrays of playing spaces may be defined on which chess game playing pieces are selectively placed when a game of chess is being played, in a manner clearly nowhere disclosed in Calhoun. Accordingly, claim 1 is submitted as clearly allowable.

Claims 2, 3, 9, 31 and 32 depend from claim 1 and are submitted as allowable for substantially the same reasons. Moreover, claim 3 further patentably distinguishes over Calhoun by reciting that at least one of the plurality of three dimensional playing segments defines two or more playing spaces of the array of playing spaces on which two or more of the playing pieces are selectively placed. In Calhoun, only one playing space is provided on each of the playing segments on which only one playing piece is selectively placed.

Also claim 31 further patentably distinguishes over Calhoun by reciting that one or more fillers extends around more than one of the playing segments. In Calhoun the individual void fillers 12 merely extend between two adjacent segments, not around more than one of the playing segments as claimed.

C. The rejection of claims 4, 5, 6, 7, 8, 10 and 11 under 35 U.S.C. § 103(a)

Claims 4, 5, 6, 7, 8, 10 and 11 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Calhoun in view of Bulbrook (GB 2 229 099 A). However, all of these claims depend from claim 1 and are submitted as allowable for substantially the same reasons.

Moreover, at least claims 4, 10 and 11 further patentably distinguish over the cited references. Claim 4 recites that at least one of the plurality of three dimensional playing segments has a shape different from that of another of the playing segments; claim 10 recites that at least one of the playing segments includes a bottom wall, a top wall and a column which connects and extends between the bottom wall and top wall having a smaller cross sectional area than either of the bottom wall and the top wall; and claim 11 recites that at least some of the playing spaces of the playing segments include different terrain patterns on which the playing pieces are selectively spaced.

The Examiner acknowledges that these references do not disclose these claim features, but contends that changing the shape or size of a playing segment is a matter of aesthetical change and does not differentiate the game. Also according to the Examiner, in order to make the game attract players, it would have been obvious to change shapes of playing segments. However, with this contention applicant's attorney cannot agree. Merely stating that a particular claim feature is obvious without adequate factual support is clearly insufficient.

D. The rejection of claims 12, 13 and 14 under 35 U.S.C. § 103(a)

Claims 12, 13 and 14 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Calhoun in view of Gaito (5,462,281). Briefly, it is the position of the Examiner that it would have been obvious to provide electric bulbs in the interior of the segments of Calhoun surrounded by transparent/translucent walls in view of Gaito, which teaches interior of segments having light bulbs 50, 52 and translucent window 46. However, claims 12, 13 and 14 depend from claim 1 and are submitted as allowable for substantially the same reasons. Moreover, only the playing surfaces 22 of the playing

board 20 of Gaito have a window through which light from the light bulbs 50, 52 is cast; not at least one window in at least one side wall through which light from the light element is cast into at least one of the voids between the respective playing segments as recited in claim 14. Likewise, neither of these references discloses or suggests storing of at least one of the playing pieces in an interior region of one of the playing segments when the chess game is not in use as recited in claim 13. Accordingly, at least claims 13 and 14 are further submitted as allowable in their own right.

E. The rejection of claim 18 under 35 U.S.C. § 103(a)

Claim 18 is rejected under 35 U.S.C. § 103(a) as being unpatentable over Calhoun in view of Eplett (4,696,478). According to the Examiner, in order to easily store, it would have been obvious to make the game board of Calhoun in two pieces in view of Eplett which teaches connecting segments of game to form a game (Figs. 4-6). However, claim 18 depends from claim 1 and is submitted as allowable for substantially the same reasons. Moreover, claim 18 further patentably distinguishes over these references by reciting that the plurality of three dimensional playing segments comprise first and second opposing playing segments, wherein the first playing segment includes a different motif than that of the second playing segment that is not a repeat pattern or a reverse repeat pattern of the second playing motif. In contrast, the different motifs of the segments of Eplett are checker board patterns which are nothing more than a reverse pattern of one another. Further, Eplett discloses that the sections are "similar" to facilitate their being nested together to form a rectangular substantially cubic polyhedron (column 2, lines 58-61). Making the playing segments of Eplett with different motifs that are not a repeat pattern or reverse repeat pattern of each other

would destroy the nestability of the playing segments and thus would be directly contrary to the teachings thereof.

F. The rejection of claims 19-22 under 35 U.S.C. § 103(a)

Claims 19-22 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Calhoun in view of Hullinger (6,279,907). According to the Examiner, it would have been obvious to implement the game of Calhoun on a computer as taught by Hullinger. However, claims 19-22 depend from claim 1 and are submitted as allowable for substantially the same reasons. Moreover, it is respectfully submitted that there is no suggestion or teaching for combining Calhoun and Hullinger in the manner suggested by the Examiner. Further, it is not seen where there is any disclosure or suggestion in either of these references of providing a computer program adapted to receive design parameter inputs as recited in claims 21 and 22, or wherein the design parameter inputs comprise a respective size and shape of the three dimensional playing segments, a quantity of playing segments, a quantity of playing spaces provided by the respective quantity of playing segments, and an arrangement of the playing segments and a respective size and shape of the voids as further recited in claim 22. Accordingly, at least claims 21 and 22 are submitted as allowable in their own right in addition to being dependent on claim 1.

G. The rejection of claims 23, 25 and 26 under 35 U.S.C. § 103(a)

Claims 23, 25 and 26 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Eplett in view of Moore (511,306). According to the Examiner, Eplett teaches segments with different motifs disposed to each other to form a game of chess

(Fig. 6), with the segments sloping toward each other. However, the game board 10 of Eplett is made of at least four sections 11, 12, 13 and 14 which are disposed with the playing segments sloped away from each other. In contrast, claim 23 recites that the chess game playing array assembly consists of a total of two opposed playing segments disposed relative to one another which are sloped toward each other.

Also, claim 23 recites that the two opposed playing segments include respective landscape terrain patterns and topographic geometries that are different from one another and are not a repeat pattern or a reverse repeat pattern of one another, whereas the different motifs of the segments of Eplett are checker board patterns which are nothing more than a reverse pattern of one another.

Moreover, Eplett teaches that the sections are "similar" to facilitate their being nested together to form a rectangular substantially cubic polyhedron (column 2, lines 58-61). Making the playing segments of Eplett with different landscape terrain patterns and topographic geometries would destroy the nestability of the playing segments and thus would be directly contrary to the teachings thereof. Therefore, even if it were obvious to make the game board of Eplett in two pieces as taught by Moore, which applicant's attorney does not admit, claims 23, 25 and 26 still patentably distinguish over the cited references.

H. The rejection of claims 28 and 33 under 35 U.S.C. § 103(a) as being unpatentable over Eplett in view of Harris (Des. 349,521)

Claims 28 and 33 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Eplett in view of Harris (Des. 349,521). According to the Examiner, Eplett teaches segments with different motifs. However, clam 28 recites that the chess game playing

array assembly consists of a total of three three dimensional playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played. In contrast, the game board 10 of Eplett is made of at least four sections 11, 12, 13 and 14.

Also, claim 28 recites that all three playing segments include respective playing motifs that are different from one another and are not a repeat pattern or a reverse repeat pattern of the other playing motifs. In contrast, the different motifs of the segments of Eplett are checker board patterns which are nothing more than a reverse pattern of one another. Moreover, Eplett discloses that the sections are "similar" to facilitate their being nested together to form a rectangular substantially cubic polyhedron (column 2, lines 58-61). Making the playing segments of Eplett with different landscape terrain patterns and topographic geometries would destroy the nestability of the playing segments and thus would be directly contrary to the teachings thereof.

Further, exception is taken with the Examiner's statement that Harris teaches a game consisting of three segments. The game of Harris is one piece, not three three dimensional playing segments as claimed. Moreover, in no event do either of these references disclose or suggest a chess game playing array assembly consisting of a total of three three dimensional playing segments on which chess game playing pieces are selectively placed when a game of chess is being played, wherein each of the three playing segments has a different playing motif that is not a repeat pattern or a reverse

repeat pattern of the other two playing segments as claimed. Accordingly, claim 28 is submitted as clearly allowable.

Claim 33 depends from claim 28 and further patentably distinguishes over the cited references by reciting that the first two playing segments are sloped toward opposite ends of the third playing segment.

9. CONCLUSION

For the reasons set forth above, appellant respectfully requests that the rejection of claims 1-14, 18-23, 25, 26, 28 and 31-33 on appeal be reversed and that such claims be allowed.

The Brief is filed herewith in triplicate, and the Appeal Brief fee of $165.00 is enclosed herewith.

Please charge any additional fees or credit any overpayment to our Deposit Account No. 18-0988.

Respectfully submitted,

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APPENDIX

1. A chess game playing array assembly comprising:

a plurality of three-dimensional playing segments that are selectively positioned relative to one another to define a rectilinear or non-rectilinear array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the plurality of three dimensional playing segments are spaced apart by one or more rectilinear or non-rectilinear voids, and

one or more void fillers disposed in the respective one or more voids,

wherein the one or more void fillers comprises an upstanding wall rising above adjacently disposed playing segments for separating the adjacently disposed playing segments.

2. A chess game playing array assembly as set forth in claim 1, wherein each of the plurality of three dimensional playing segments defines a playing space of the array of playing spaces on which the playing pieces are selectively placed.

3. A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments defines two or more playing spaces of the array of playing spaces on which two or more of the playing pieces are selectively placed.

4. A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments has a shape different from that of another of the playing segments.

5. A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments consists of a total of 64 playing segments defining, respectively, 64 playing spaces.

6. A chess game playing array assembly as set forth in claim 5, wherein the plurality of three dimensional playing segments are disposed relative to one another to define an array of 64 playing spaces consisting of eight rows and eight columns, and wherein the playing segments in the corners of the 64 space playing array have a height greater than the heights of the other playing segments.

7. A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments form a rectangular shape graduated array and include corner playing segments having a first elevation, middle playing segments having a second elevation, and intermediate playing segments having an elevation intermediate to that of the first elevation and second elevation.

8. A chess game playing array assembly as set forth in claim 7, wherein the first elevation is higher than the second elevation.

9. A chess game playing array assembly as set forth in claim 1, wherein the spacing between the respective plurality of three dimensional playing segments is substantially uniform.

10. A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments includes a bottom wall, a top wall and a column which connects and extends between the bottom wall and top wall, the column having a smaller cross sectional area than either of the bottom wall and the top wall.

11. A chess game playing array assembly as set forth in claim 1, wherein at least some of the playing spaces of three dimensional playing segments include different terrain patterns on which the playing pieces are selectively placed.

12. A chess game playing array assembly as set forth in claim 1, wherein at least one of the plurality of three dimensional playing segments has an interior region that is accessible from the exterior of the one playing segment.

13. A chess game playing array assembly as set forth in claim 12, wherein at least one of the playing pieces is stored in the interior region of the one playing segment when the chess game is not in use.

14. A chess game playing array assembly as set forth in claim 12, wherein the interior region houses a lighting element, and the one playing segment has at least one window in at least one side wall through which light from the lighting element is cast into at least one of the voids between the respective playing segments.

18. A chess game playing array assembly as set forth in claim 1, wherein the plurality of three dimensional playing segments comprise first and second opposing playing segments, each playing segment defining a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed, wherein the first playing segment includes a different motif than that of the second playing segment that is not a repeat pattern or a reverse repeat pattern of the second playing motif.

19. A chess game playing array assembly as set forth in claim 1, wherein the chess game playing array assembly is displayed on a display as a graphical user interface.

20. A chess game playing array assembly as set forth in claim 1, further including a logic stored by a memory, the logic being processed by a processor to display an image of the chess game playing array assembly on a display.

21. A chess game playing array assembly as set forth in claim 20, wherein the logic stored in memory comprises a computer program adapted to receive design parameter inputs.

22. A chess game playing array assembly as set forth in claim 21, wherein the design parameter inputs comprise a respective size and shape of the three dimensional playing segments, a quantity of playing segments, a quantity of playing spaces provided by the respective quantity of playing segments, an arrangement of the playing segments and a respective size and shape of the voids.

23. A chess game playing array assembly consisting of:

a total of two opposing playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

wherein the two opposing playing segments are sloped toward each other, and wherein one of the playing segments includes a first motif having a first landscape terrain pattern and the other playing segment includes a second motif having a second landscape terrain pattern different from and not a repeat pattern or a reverse pattern of the first landscape terrain pattern of the first motif; and

wherein the two opposing playing segments include respective topographic geometries that are different from one another and are not a repeat pattern or a reverse repeat pattern of one another.

25. A chess game playing array assembly as set forth in claim 23, wherein each of the two playing segments defines a four row by eight column array of playing spaces such that when disposed relative to one another collectively an eight row by eight column array of playing spaces is formed.

26. A chess game playing array assembly as set forth in claim 23, wherein the two playing segments are disposed in opposing abutting relation.

28. A chess game playing array assembly consisting of:

a total of three three dimensional playing segments disposed relative to one another to define an array of playing spaces on which chess game playing pieces are selectively placed when a game of chess is being played;

two of the playing segments including respective first and second playing motifs, the first playing motif being different than the second playing motif and not a repeat pattern or a reverse repeat pattern of the second playing motif, and first and second arrays of playing spaces, and the third playing segment being disposed between the first and second playing segments and including a third playing motif different from that of the first two playing motifs that is not a repeat pattern or a reverse repeat pattern of the first two playing motifs, and a third array of playing spaces, the three arrays of playing spaces together forming an eight row by eight column array of playing spaces.

31. A chess game playing array assembly as set forth in claim 1, wherein the one or more fillers extends around more than one of the playing segments.

32. A chess game playing array assembly as set forth in claim 1, wherein the playing segments are positioned relative to one another to define a non-rectilinear array of playing spaces.

33. A chess game playing array assembly as set forth in claim 28, wherein the first two playing segments are sloped toward opposite ends of the third playing segment.

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